

5. The processor-based gaming machine of claim 3, further including:

a wheel sound generator in communication with at least one of said master gaming controller and said one or more speakers, wherein said wheel sound generator is adapted to provide sounds to said one or more speakers with respect to said at least one spinning gaming wheel.

6. The processor-based gaming machine of claim 1, further including:

a specialized wheel processor in communication with at least one of said master gaming controller and said multi-layer display device, wherein said wheel processor is adapted to vary one or more display parameters of said at least one spinning gaming wheel from one game play to another of wheel-type games on said processor-based gaming machine.

7. The processor-based gaming machine of claim 1, further including:

a network interface coupling said gaming machine to one or more remotely located networked components, said network interface adapted to facilitate the downloading of wheel spin times, wheel sounds, or both to said gaming machine.

8. The processor-based gaming machine of claim 1, wherein said single visual presentation that includes said at least one spinning gaming wheel includes a graphical representation of said at least one spinning gaming wheel.

9. The processor-based gaming machine of claim 1, wherein said single visual presentation that includes said at least one spinning gaming wheel includes a recorded video clip of an actual physical spinning gaming wheel.

10. The processor-based gaming machine of claim 1, wherein said single visual presentation that includes said at least one spinning gaming wheel includes a live video feed of an actual physical spinning gaming wheel.

11. A method of presenting a spinning gaming wheel on a processor-based gaming machine, comprising:

displaying on a multi-layer display device of said processor-based gaming machine a gaming wheel in a first static, non-spinning position, wherein said multi-layer display device includes a first display screen adapted to present a first visual display thereupon and a second display screen adapted to present a second visual display thereupon, said second display screen being positioned behind said first display screen such that said first and second visual displays are adapted to combine for a single visual presentation that includes said at least one spinning gaming wheel to a viewer thereof;

accepting a monetary value wager from a player;

accepting a game-related input from said player;

initiating the play of a wager-based game as a result of said game-related input;

determining one or more wheel spin parameters for said gaming wheel, said one or more wheel spin parameters varying from one game play to another of wheel-type games on said processor-based gaming machine; and

presenting on said multi-layer display said gaming wheel in a spinning motion, wherein said presentation is based at least in part on the determined wheel spin parameters for said gaming wheel.

12. The method of claim 11, further comprising the steps of:

generating wheel sounds for said gaming wheel; and
presenting said generated wheel sounds on one or more speakers of said processor-based gaming machine.

13. The method of claim 11, further comprising the step of: displaying on said multi-layer display device said gaming wheel in a second static, non-spinning position after said presenting step.

14. The method of claim 11, further comprising the steps of:

capturing a video clip or feed of an actual physical gaming wheel; and

providing said video clip or feed to said multi-layer display device for display thereon.

15. A wager-based gaming system, comprising:

a plurality of processor-based gaming machines adapted for accepting a wager, playing a game based on the wager and granting a payout based on the result of the game, each of said plurality of processor-based gaming machines including:

an exterior housing arranged to contain a plurality of internal gaming machine components therein,

a master gaming controller in communication with at least one of said plurality of internal gaming machine components and adapted to execute or control one or more aspects of said wager-based reel-type game, and

a multi-layer display device in communication with said master gaming controller and adapted to present at least one spinning gaming wheel thereupon;

a remote host in communication with said plurality of processor-based gaming machines, said remote host being adapted to download one or more wheel parameters to one or more of said plurality of processor-based gaming machines; and

at least one specialized wheel processor in communication with at least one of said remote host and said plurality of processor-based gaming machines, wherein said at least one specialized wheel processor is adapted to vary one or more display parameters of said at least one spinning gaming wheel from one game play to another of wheel-type games on one or more of said processor-based gaming machines.

16. The wager-based gaming system of claim 15, wherein said at least one specialized wheel processor is located at said remote host.

17. A wager-based gaming machine, comprising:

an exterior housing arranged to contain a plurality of internal gaming machine components therein;

a master gaming controller in communication with at least one of said plurality of internal gaming machine components and adapted to execute or control one or more aspects of a wager-based game;

a display device adapted to present a plurality of gaming wheels thereupon, wherein said plurality of gaming wheels are viewed in combination to provide a wager-based game outcome; and

at least one specialized wheel processor adapted to vary one or more display parameters of said plurality of gaming wheels from one game play to another of wheel-type games on said wager-based gaming machine.

18. The wager-based gaming machine of claim 17, wherein said display device comprises a multi-layer display having a plurality of display screens positioned front to back with respect to each other.